

Cont
A1

image subjectively viewed by said character while moving, and said third scene image objectively viewing said character and motion of said character.

32. (Amended) A computer-readable recording medium storing a program, said program operational on a computer comprising the steps of:

a process of detecting a position and motion of a character to be displayed;

A2

a subjective mode process of producing a first scene image subjectively viewed by said character while stopped in a movable state;

an intrude mode process of producing a second scene image subjectively viewed by said character while moving;

a bird's eye view mode process of producing a third scene image objectively viewing said character and the motion of said character; and

a process of switching among said subjective mode process, said intrude mode process and said bird's eye view mode process according to the position and motion of said character so as to display corresponding one of said first, second and third scene images on a display unit.

9. (Amended) A video game apparatus which displays on a display unit a character operated by a player and a scene image around said character, said apparatus comprising a scene image producing section which selectively produces one of a first scene image, a second scene image and a third scene image based on a position and motion of said character, and displays the produced one of said first, second and third scene images on said display unit, said first scene image subjectively viewed by said character while stopped in a movable state, said second scene image subjectively viewed by said character while moving, and said third scene image objectively viewing said character and motion of said character.

32. (Amended) A computer-readable recording medium storing a program, said program operational on a computer comprising the steps of ~~which causes a computer to execute:~~

a process of detecting a position and motion of a character to be displayed;

a subjective mode process of producing a first scene image subjectively viewed by said character while stopped in a movable state;

an intrude mode process of producing a second scene image subjectively viewed by said character while moving;

a bird's eye view mode process of producing a third scene image objectively viewing said character and the motion of said character; and

a process of switching among said subjective mode process, said intrude mode process and said bird's eye view mode process according to the position and motion of said character so as to display corresponding one of said first, second and third scene images on a display unit.